

FIG. 1

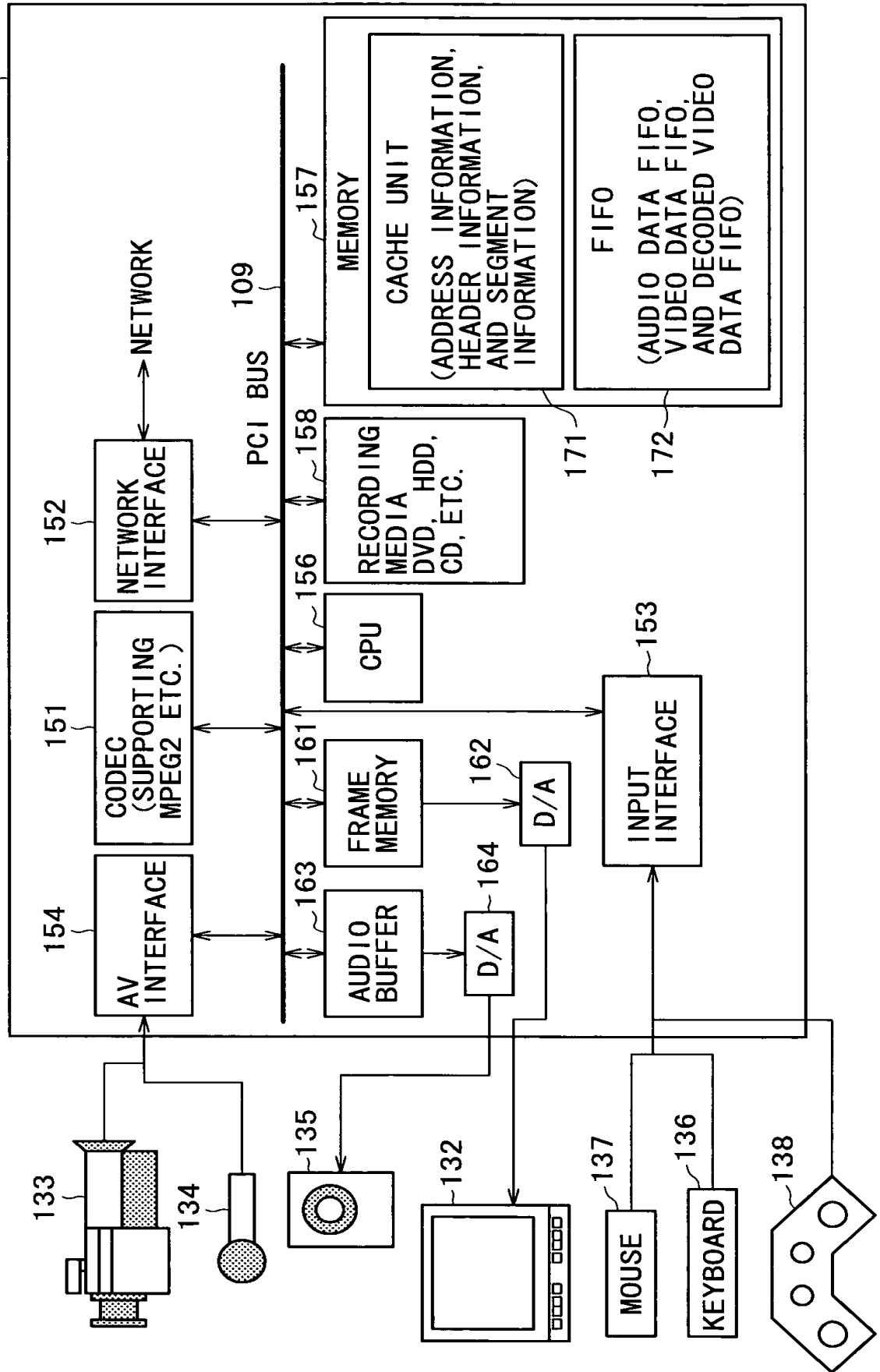
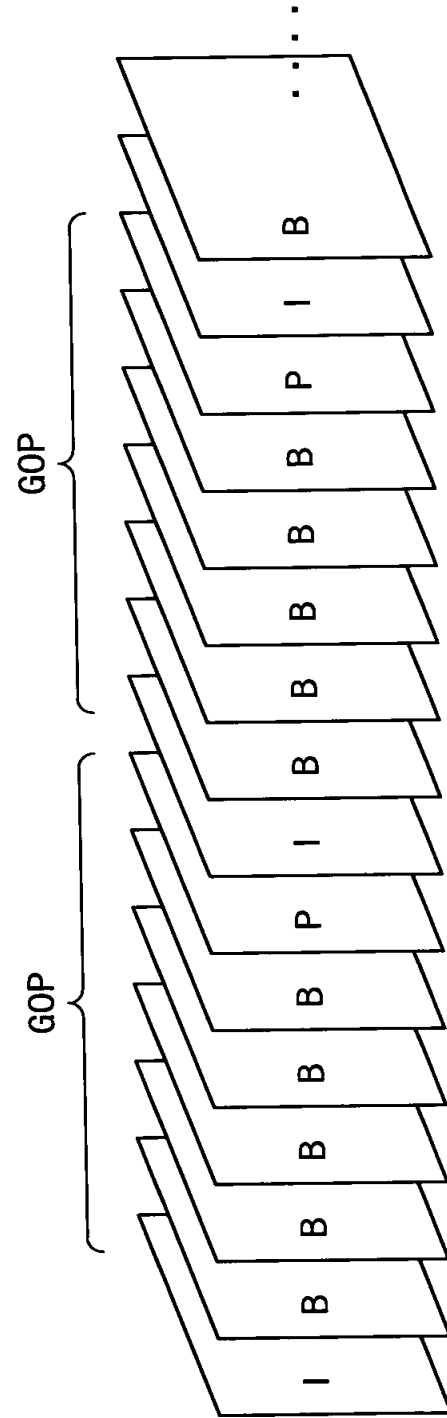


FIG. 2



# FIG. 3

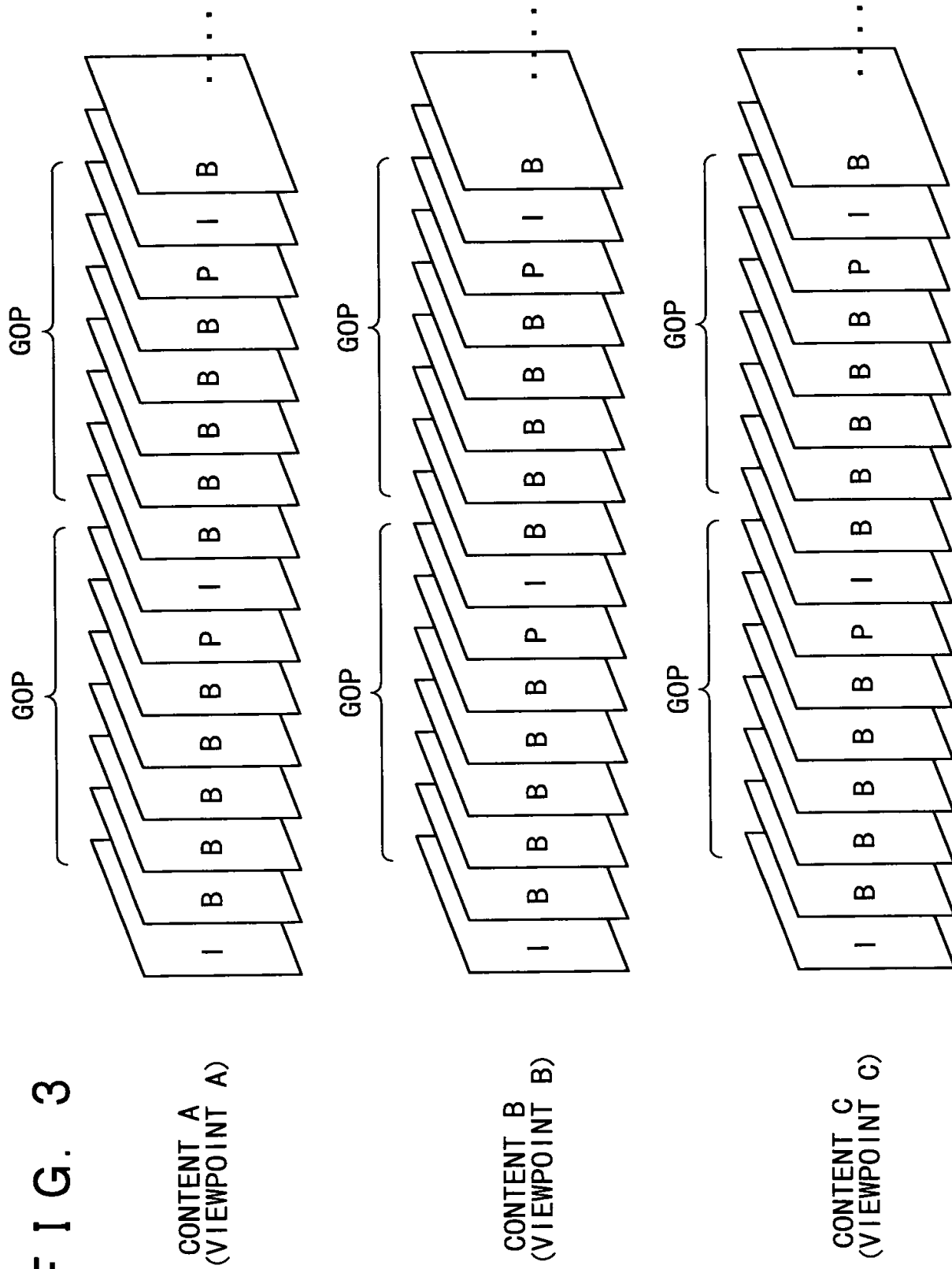
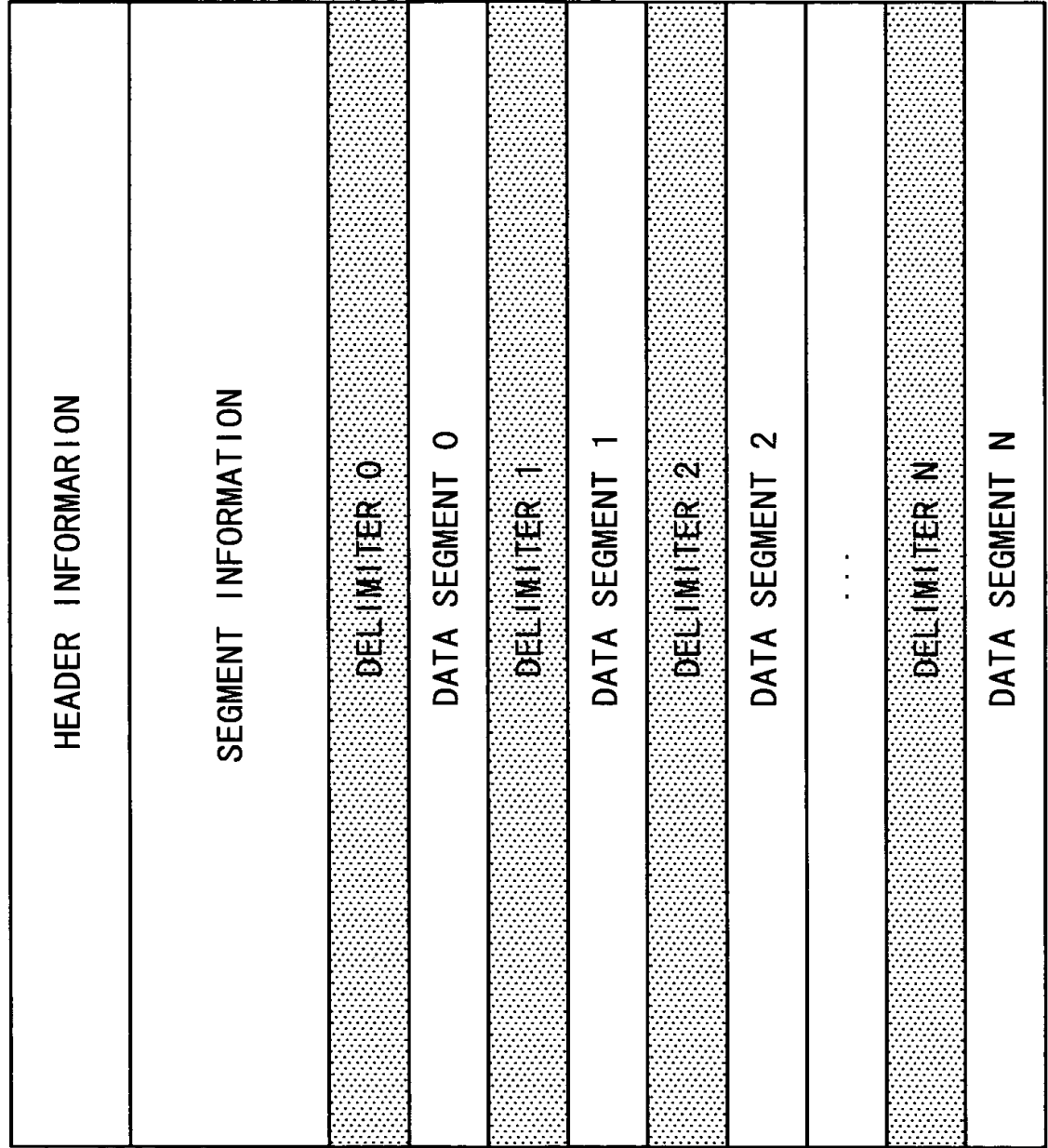


FIG. 4



## FIG. 5A

### HEADER INFORMATION

```

int width;           // HORIZONTAL VIDEO SIZE
int height;          // VERTICAL VIDEO SIZE
int depth;           // VIDEO DEPTH
int maxMovieSize;    // LARGEST MOVIE DATA SIZE IN DATA SEGMENTS
int maxAudioSize;    // LARGEST AUDIO DATA SIZE IN DATA SEGMENTS

```

## FIG. 5B

### SEGMENT INFORMATION

```

int frameNumber;    // FIRST FRAME NUMBER WITHIN DATA SEGMENT
int frameNums;      // NUMBER OF FRAMES WITHIN DATA SEGMENT
int addr;           // ADDRESS OF DELIMITER RELATIVE TO START OF DATA

```

## FIG. 6A

### DELIMITER INFORMATION

```
int frameNumber; // FIRST FRAME NUMBER WITHIN DATA SEGMENT
int frameNums; // NUMBER OF FRAMES WITHIN DATA SEGMENT
int movieSize; // MOVIE DATA SIZE WITHIN DATA SEGMENT
int audioSize; // AUDIO DATA SIZE WITHIN DATA SEGMENT
```

## FIG. 6B

### DATA SEGMENT INFORMATION

```
·MOVIE DATA (SIZE INDICATED BY DELIMITER)
·AUDIO DATA (SIZE INDICATED BY DELIMITER)

(*) EACH PIECE OF DATA NEEDS TO BE CLOSED WITHIN SEGMENT
EXAMPLE) MOVIE DATA: MPEG2 CLOSED GOP 15 FRAMES
          AUDIO DATA: STRAIGHT PCM 48 kHz 24024 SAMPLES
```

FIG. 7

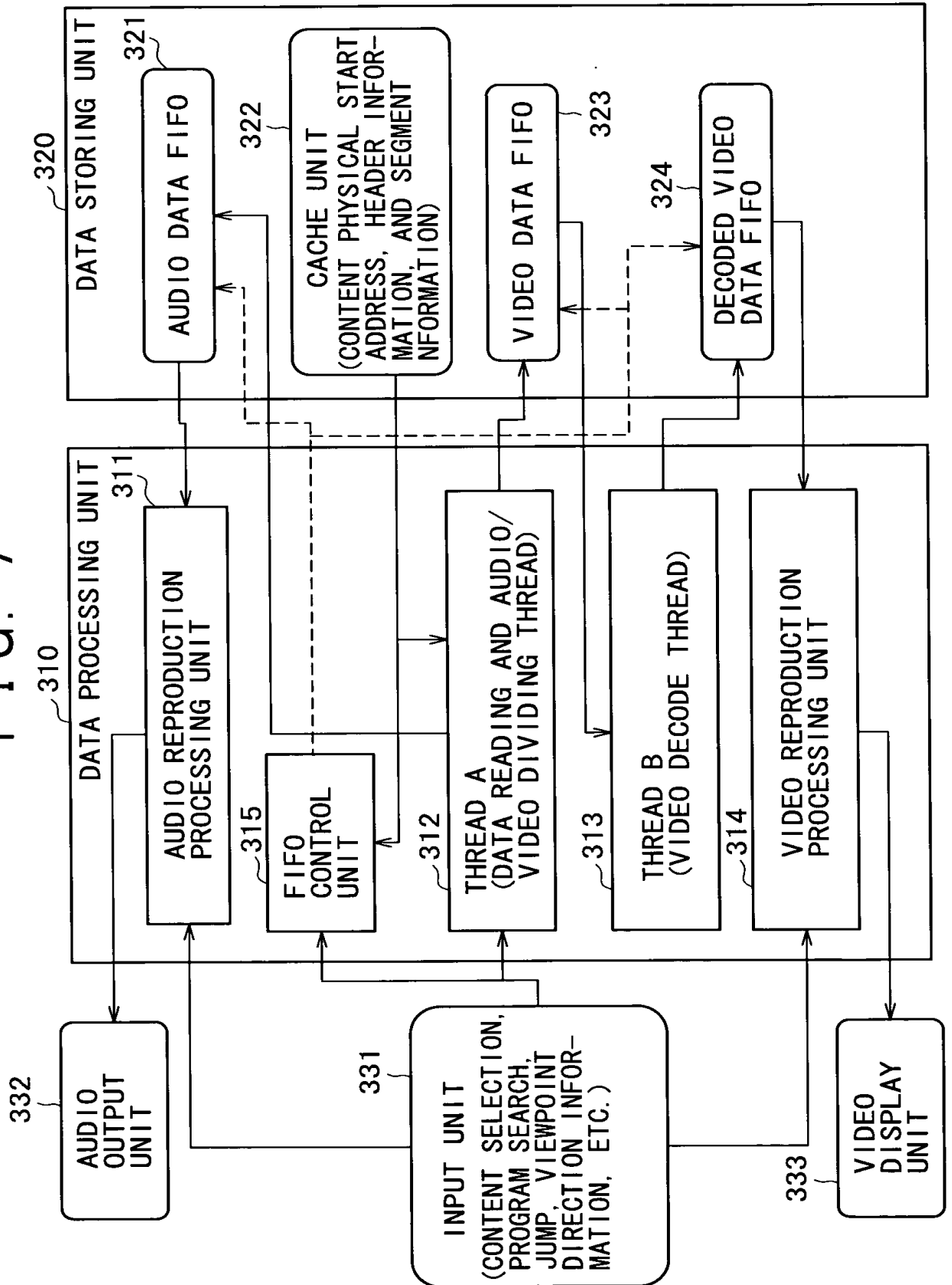
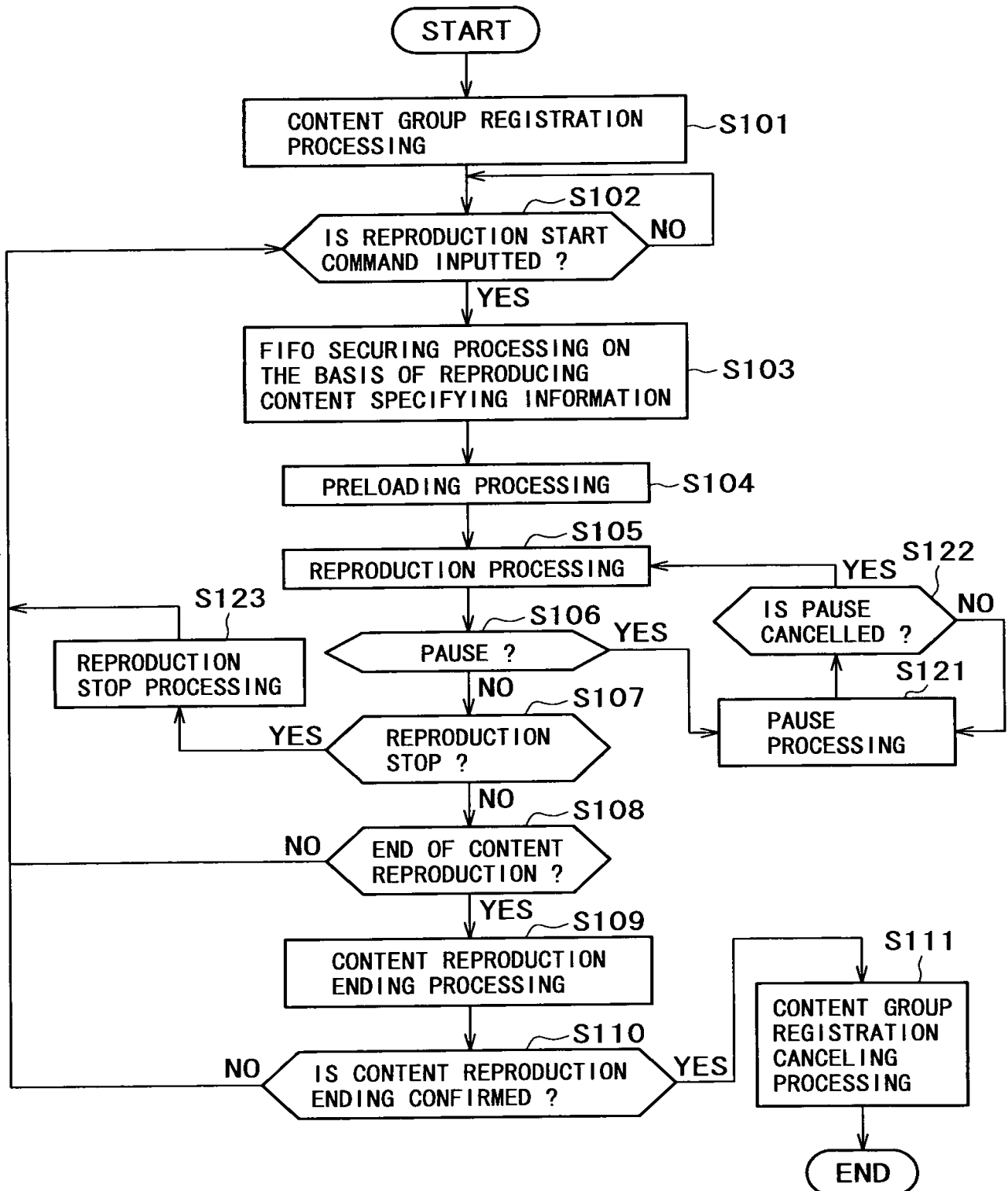


FIG. 8





## FIG. 9

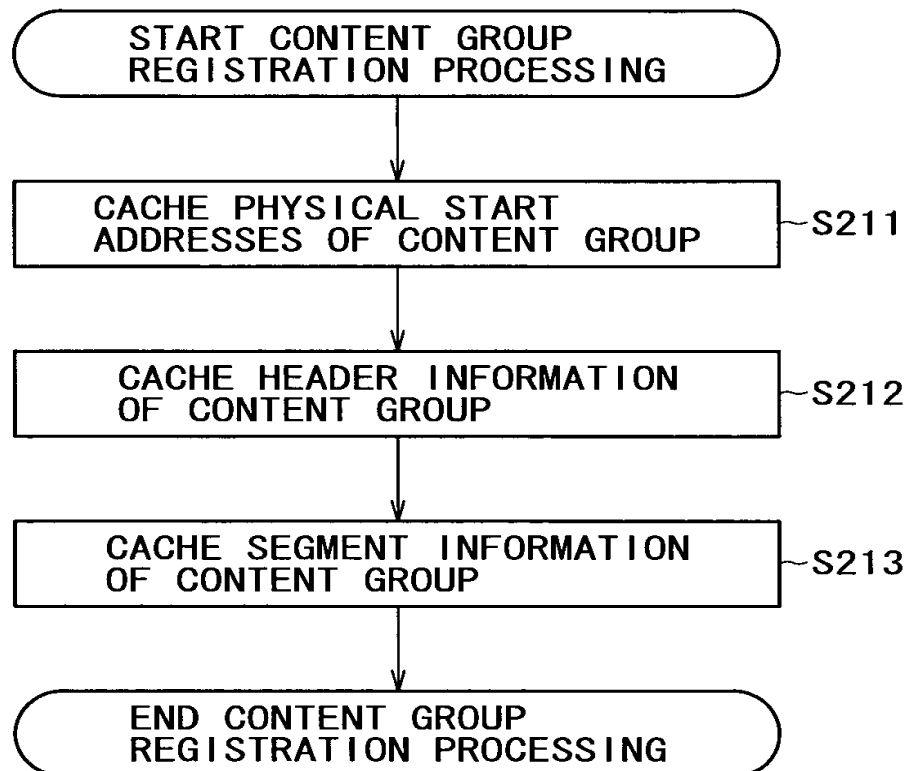


FIG. 10

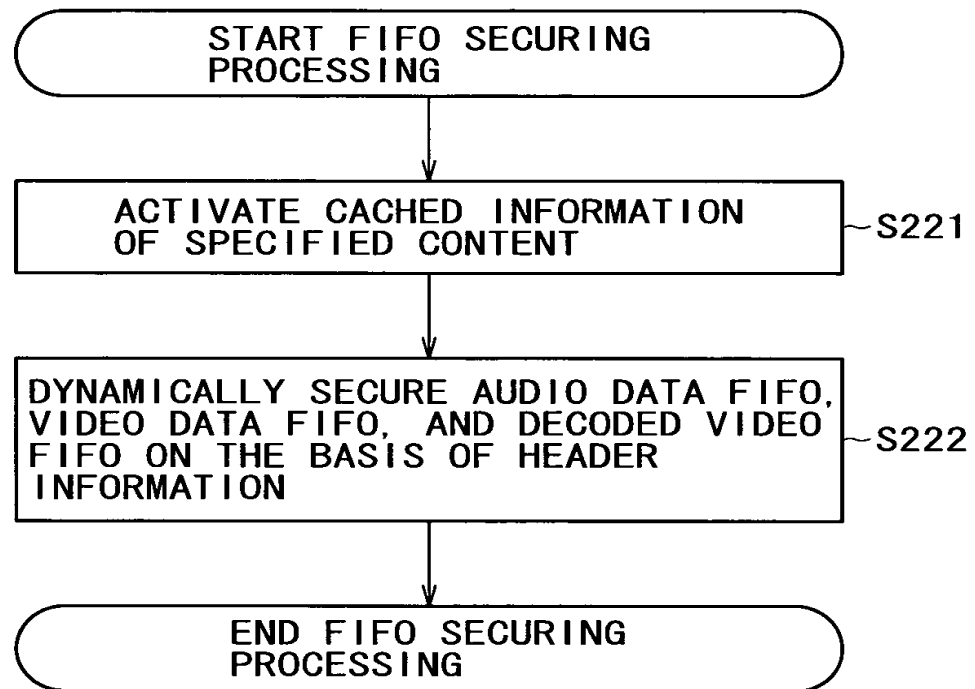


FIG. 11

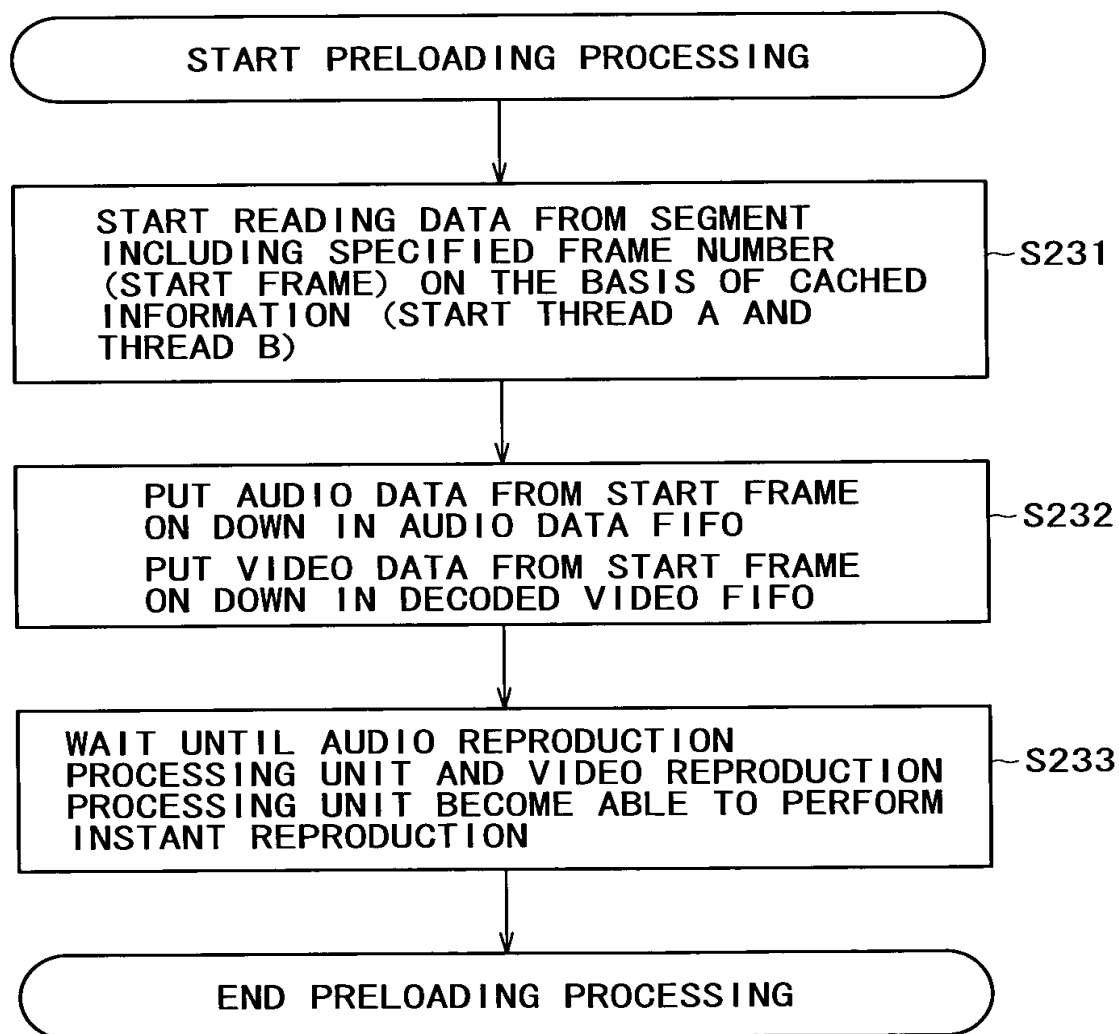


FIG. 12

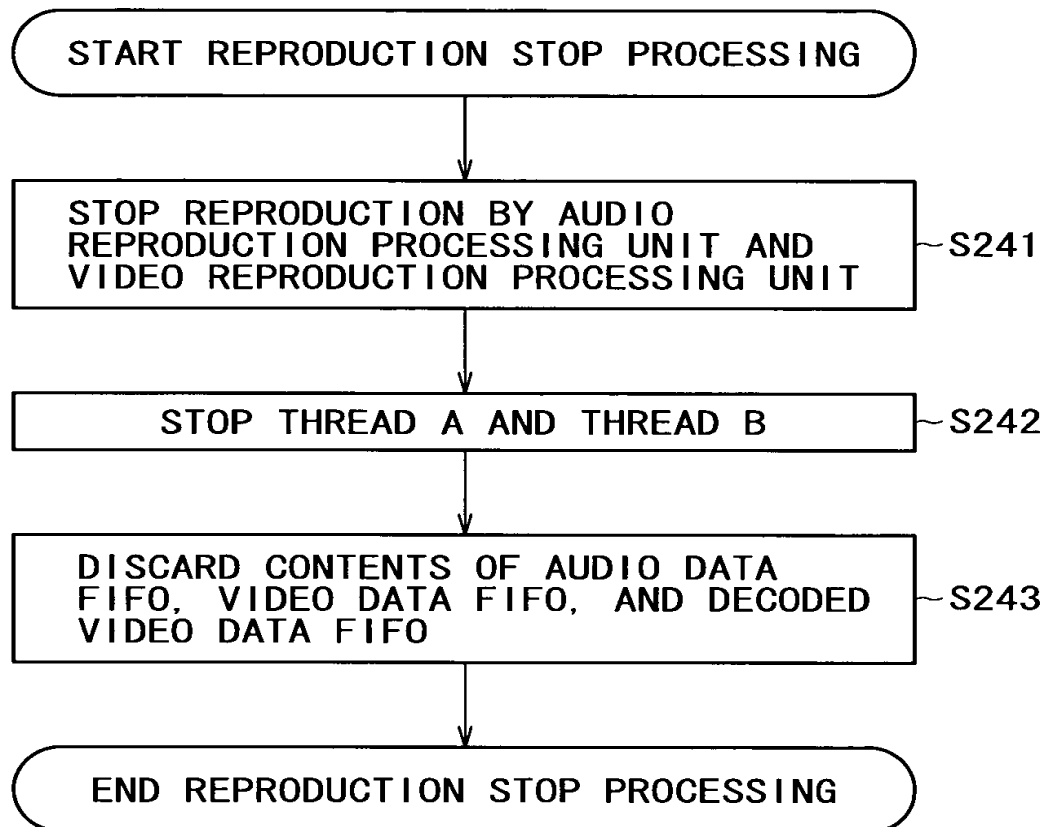


FIG. 13

